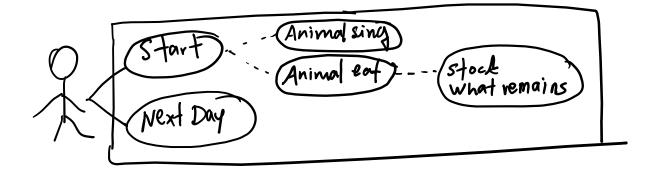
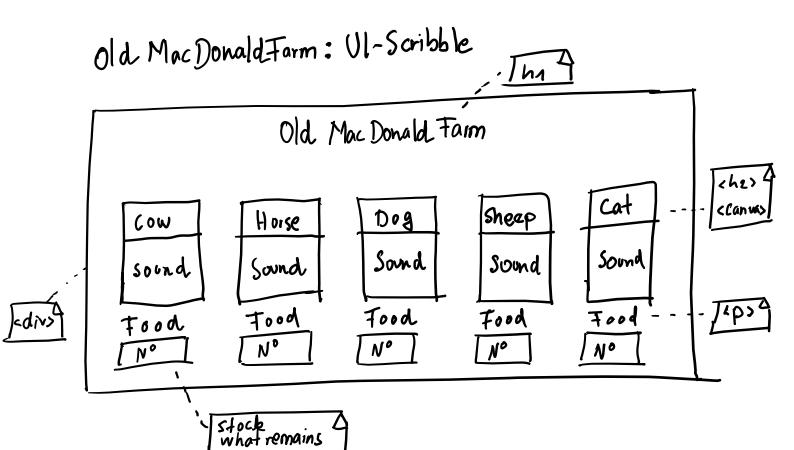
Old MacDonald Farm: Use Case Diagram





Old MacDonald Farm: Class Diagram

```
Animal

Canvas Rendering Context

Name: String;
Sound: string;
food: string;
foodQuantity: number;

Constructor (-name: string; sound: string; food:
String; food Quantity: number)

this. name = -name
this. sound = -sound
this. food Quantity = -food Quantity

singing(): void
eat (-stock Remains: number): void
```

Old MacDonald Farm: Activity Diagram

